Computer Game & Simulation Programming
Production Rating Sheet

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Program Usability and Support					
Storage media, uploaded folder, and shortcuts formatted properly	0	1–3	4–7	8–10	
Instructions clear and executable launches from shortcut without modification	0	1–3	4–7	8–10	
Game Play Evaluation					
Quality of Rules—rules presented well and player knows what to do	0	1–3	4–7	8–10	
User Interface—game controls are easy to use without much explanation	0	1–3	4–7	8–10	
Navigation—the player can get to the end of game and knows how to get there	0	1–3	4–7	8–10	
Performance—no errors, bugs, or glitches	0	1–3	4–7	8–10	
Play—game is challenging, the game can be completed	0	1–3	4–7	8–10	
Artistry—color, backgrounds, characters, sounds are attractive and visible	0	1–3	4–7	8–10	
Player Interactions—player participates in the story and the actions are consistent with the concept	0	1–3	4–7	8–10	
Immersion—player feels connected to the game play and is not distracted or removed from interaction	0	1–3	4–7	8–10	
Rewards—player is rewarded properly for taking game risks	0	1–3	4–7	8–10	
Game Concept & Design Evaluation					
Fully addresses concept and topic	0	1–7	8–14	15–20	
Game play and graphics appropriate for concept and age group	0	1–3	4–7	8–10	
Incorporates entertainment and education elements	0	1–3	4–7	8–10	
Title slide is attractive with working direction, quit, and start buttons	0	1–3	4–7	8–10	
Contains all levels required	0	1–3	4–7	8–10	
Errors did not crash game or prevent continuing game play	0	1–3	4–7	8–10	
Code is well written and logically designed	0	1–3	4-7	8-10	
Code or game engine events are well commented to explain logic used and reason for a block of code	0	1–3	4–7	8–10	
Subtotal					**/200 max.**

Continued on the next page

FBLA Computer Game & Simulation Programming

Production Rating Sheet *(Continued)*

Penalty Points Deduct five (5) points for not adhering to Guidelines (maximum of fifteen [15] points). ❑ 2 copies of media not received ❑ Statement of Assurance not received ❑ media labeled incorrectly	
Total Points	**/200 max**

Name(s): _____

School: _____ State: _____

Judge's
Signature: _____ Date: _____

Judge's
Comments:

Computer Game & Simulation Programming

Performance Rating Sheet

❑ **Preliminary Round**   ❑ **Final Round**

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content					
Describes the topic, presentation, and challenges	0	1–2	3–4	5	
Describes the planning process used to design the game through planning documents such as storyboards, flowcharts, etc.	0	1–3	4–7	8–10	
Describes design software selection and why these were most appropriate to the task	0	1–3	4–7	8–10	
Describes the user interface (input/output parameters) and why this applies best for this audience	0	1-3	4-7	8-10	
Describes how the program flows from starting point to victory and what is needed to win	0	1-5	6-10	11-15	
Describes user interactions and how these actions are entertaining, educational, and engaging to the audience	0	1–5	6–10	11–15	
Describes the program modules, structure, and commenting	0	1-3	4-7	8-10	
Describes the usefulness of the program in meeting the educational goal of the topic	0	1–2	3–4	5	
Delivery					
Statements are well-organized and clearly stated; appropriate business language used	0	1–2	3–4	5	
Demonstrates self-confidence, poise, and good voice projection	0	1–2	3–4	5	
Demonstrates the ability to effectively answer questions	0	1–3	4–7	8–10	
Subtotal					**/100 max.**

Time Penalty Deduct five (5) points for presentation over seven (7) minutes. Time:	
Dress Code Penalty Deduct five (5) points when dress code is not followed.	
Penalty Deduct five (5) points for failure to follow directions	
Total Points	**/100 max.**
Prejudged Score	**/200 max.**
Final Score (add total points and prejudged score)	**/300 max.**

Name(s): _____

School: _____ State: _____

Judge's
Signature: _____ Date: _____

Judge's
Comments: